THINK!



AMSTRAD CPC 464

A Supreme Test of Logic and Strategy





THINK!

So you think you can think? Here's a chance to prove it. Played on a 6 × 6 grid, THINK! is a unique computer game which is easy to learn but difficult to master. To help you develop your gameplay, THINK! contains Hint and Tutorial modes. When you've progressed, there's a Problem Solving mode. BLITZ THINK! and SPEED THINK! are additional games you can play against a friend or the computer. Complete with an instant replay function to show you just how you won (or lost!)





SPECIAL FEATURES

- Play a friend or the computer
- Action Replay and Save Game function
- 7 levels of difficulty
- Hint and Tutorial modes
- Normal, Speed and Blitz! games
- Choose your own screen colours

Design: Chris Palmer, David Bishop and Don Hughes

Cover Picture: Peter Gudynas

Screen shots from Spectrum Version

Keyboard or Joystick operated

Amstrad AS32907








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THINK!
AS 32907

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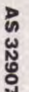




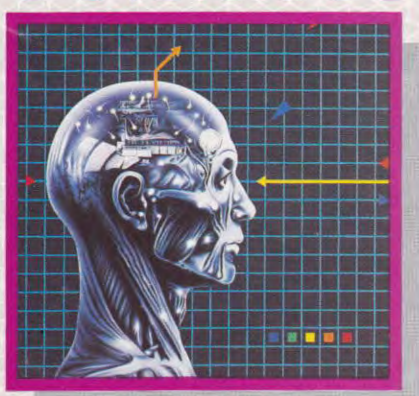


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